STAR WARS™

THE OFFICIAL STARSHIPS & VEHICLES COLLECTION

69

IMPERIAL AT-PT

All Terrain
Personal
Transport

Force-repelling Ysalamiri

The Katana Fleet

© 2011 Lucasfilm Ltd. & ™. All rights reserved.

DeAGOSTINI

LUCAS BOOKS

CONTENTS

2 Legendary Craft
The All Terrain Personal Transport: Anti-infantry

4 Action Stations
Katana, Kothlis and More: The AT-PT in action

6 Welcome On Board
Grand Admiral Thrawn: Legendary commander

10 Starship & Vehicle Directory
The *Katana* Fleet: *Dreadnought*-class heavy cruisers

12 In Command
Battle of Kothlis: AT-PT fight back!

18 Droids, Aliens & Creatures
Ysalamiri: Life in a bubble

20 In A Galaxy Far, Far Away
The Pilots of Rogue Squadron: The best of the best

24 A Revolution In Film
The Thrawn Trilogy: 20 years on

26 Movie Magic
The AT-PT: Going rogue!

28 Did You Know?

29 *Star Wars* Planet Index
Iktotch – J't'p'tan

NEXT ISSUE:
Neimoidian Shuttle

IT'S EASY TO CONTINUE YOUR COLLECTION

Ask your newsagent to reserve future issues for you to collect on a fortnightly basis.

Receive your issues by post. Ring the Order Line for more information:

UK and Ireland: 0845 1489 251
Australia: (03) 9872 4000
New Zealand: (09) 308 2871
South Africa: (011) 265 4304

VISIT THE DE AGOSTINI WEBSITE AT:
UK: www.deagostini.co.uk
AUS: www.deagostini.com.au
SA: www.deagostini.co.za
NZ: www.deagostini.co.nz

Missed an issue?
Ring Customer Services
UK and Ireland: 0845 1489 250
Australia: (03) 9872 4000
New Zealand: (09) 308 2871
South Africa: (011) 265 4304

NOT SUITABLE FOR CHILDREN UNDER THE AGE OF 14

THIS PRODUCT IS NOT A TOY AND IS NOT DESIGNED OR INTENDED FOR USE IN PLAY

Packaged by Continuo Creative, 39-41 North Road, London N7 9DP

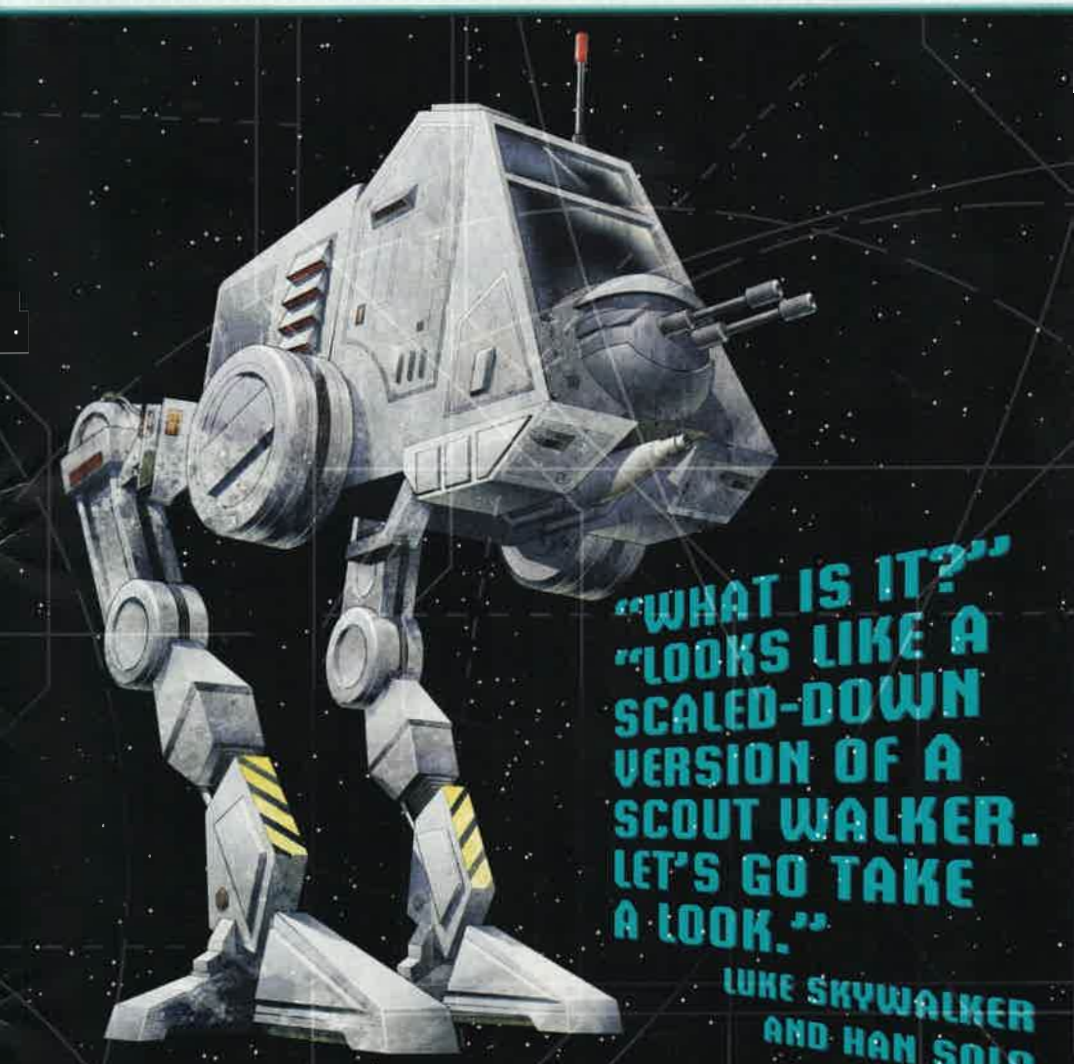
ISBN: 978-1-4439-0955-6

N69 11 05 04

© 2011 Lucasfilm Ltd & ™. All rights reserved

© 2011 De Agostini UK Ltd, Griffin House, 161 Hammersmith Road, London W6 8SD

STAR WARS



"WHAT IS IT?"
"LOOKS LIKE A SCALED-DOWN VERSION OF A SCOUT WALKER. LET'S GO TAKE A LOOK."

LUKE SKYWALKER AND HAN SOLO

During the Clone Wars, the Grand Army of the Galactic Republic operated across a dizzying array of worlds, different terrains and atmospheres. With manpower always an issue in the face of overwhelming numbers of battle droids, various options were explored. Walkers proved effective, and the Republic commissioned a number of models. One, a resurrection of an older design, was the All Terrain Personal Transport, or AT-PT.

THE ALL TERRAIN PERSONAL TRANSPORT

ANTI-INFANTRY

Kuat Drive Yards produced vehicles and starships for the Galactic Republic and, later the Empire. Occasionally, it would pass on commissions to its subsidiaries. One of those, Rothana Heavy Engineering, created the All Terrain Personal Transport.

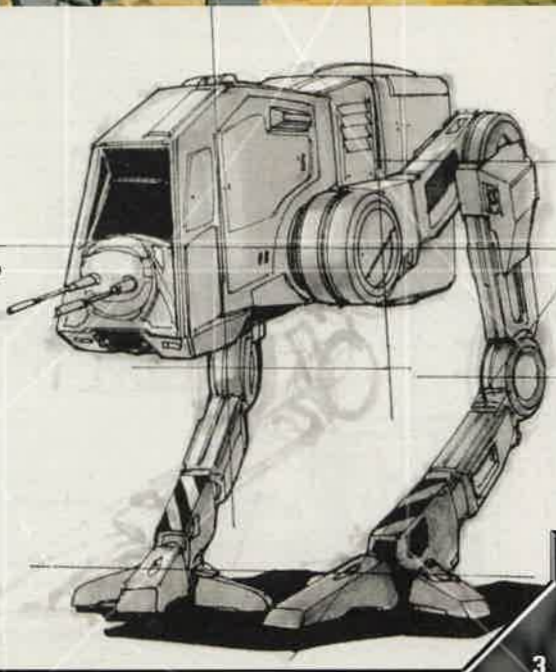
Although it was first fielded during the Clone Wars, and saw patchy service with the Galactic Empire, the design of the AT-PT dates from a number of decades before the Clone Wars, making it one of the earliest AT-series transports. The Republic's Judiciary Forces, the closest thing the Senate had to a standing army, occasionally saw presentations from Republic-approved military suppliers. Rothana Heavy Engineering built what was a Kuat design for a small anti-infantry walker that would enable a single trooper to take on many opponents across a wide variety of terrains. In the end, the AT-PT saw only a limited production run and the majority of those were lost aboard the *Katana* fleet. A second generation saw action late in the Clone Wars, and so passed into the grasp of Palpatine's Empire.

From Limits Comes Invention

As the Galactic Republic faced increasing problems and the Separatist Crisis grew, the Senate's Judicial Forces became increasingly overstretched and, often, outnumbered. The AT-PT was a reaction to this, essentially empowering a single trooper with the firepower and armour to deal with a large number of infantry. Though the AT-PT was relatively well armoured against small arms fire, it was not designed to deal with heavy weapons. The cockpit was an environmentally sealed unit, with sufficient air, fuel and other consumables to operate in that sealed fashion for two standard days. Powerful communications gear kept the pilot in touch with his senior officers and gave the AT-PT a decent operations range. The original model housed a single occupant comfortably. If the cramped cargo area was cleared out, a second person could squeeze in, but that was not an easy option by any means. A much later model added room (just) for a co-pilot.

Who Are You Calling 'Short'?

The AT-PT was not a large walker by any means, standing only three metres high. It was four metres long from rear leg-joint to the barrel of its blaster cannon. The engine was mounted to the rear of the cockpit, balancing the vehicle as it ran along at a maximum of 60km/h. The agile AT-PTs' splayed feet and multi-jointed legs could handle most terrain up to about a 45-degree slope and, thanks to the sealable cockpit and engine compartment, it could even operate underwater to a reasonable pressure depth. The AT-PT mounted quite impressive weapons, considering its size. The obvious ones were the double heavy blaster cannons that stuck out from the front. These tended to distract the view away from the chin-mounted concussion grenade launcher and its magazine of eight grenades.



KATANA, KOTHLIS AND MORE

THE AT-PT IN ACTION

Despite seeing only limited service with the Republic and the Empire, the AT-PT was a success. In official, Rebel or private hands it was used as a scout, a sentry guard and even as an escape vehicle for defecting Imperials.

During the Separatist Crisis, the Galactic Republic made some tentative, faltering steps towards arming itself. Cautious about being seen to do so, the rushed launch of a new fleet of 200 *Dreadnought*-class heavy cruisers was advertised as a strengthening of the fleet of the Republic's Judicial Forces.

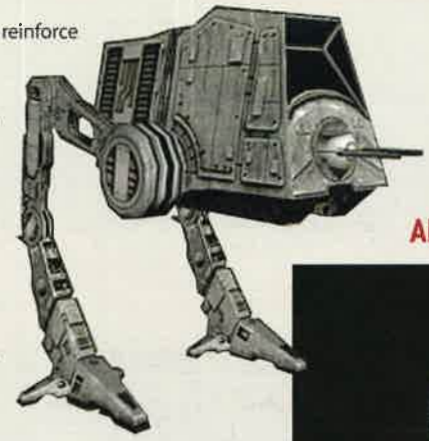
The *Katana* Tragedy

All of the ships had the option of allowing their control systems to be slaved to the flagship of the fleet – the *Katana* – which gave its name to the whole fleet. Aboard the cruisers were a significant number of new All-Terrain Personal Transports – the overwhelming majority of a limited production run of the vehicle. As history shows, the *Katana* fleet, its crew and all onboard equipment was lost on the fleet's first hyperspace jump. The crew contracted a 'hive virus' and went insane before they all died. During the chaos, as Luke Skywalker and Han Solo discovered on boarding one of the *Dreadnoughts* years later, some of the crew used AT-PTs to wreak large-scale destruction in the wider, higher corridors before the virus finally took them. When the *Katana* fleet was recovered, partly by Grand Admiral Thrawn, partly by smugglers and partly by the New Republic, the AT-PTs saw combat once again.

Snow Day

When the Empire used AT-PTs, they were driven by Imperial Army pilots in their TIE pilot-like helmets. During the Battle of Hoth, a number of AT-PTs were present to protect

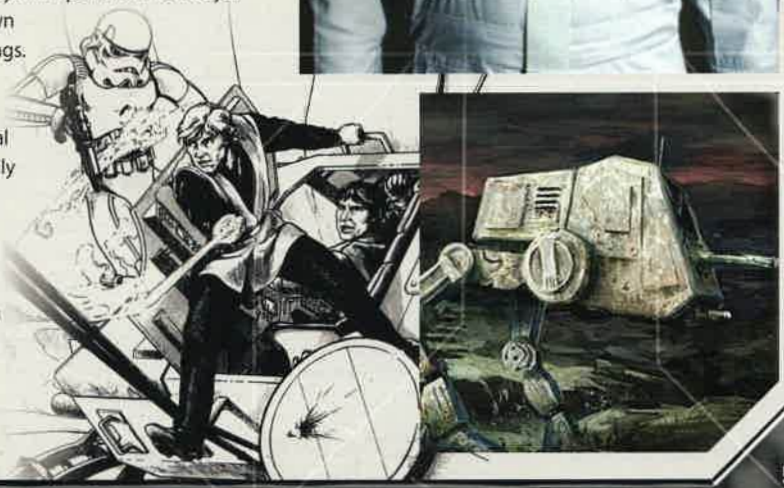
Imperial supply lines and to reinforce a rear-guard action should such a thing become necessary. The Empire often used AT-PTs in locations where space was too tight even for AT-STs, as happened on the streets of a city on Ralltiir not long after the Battle of Endor. There, Rogue Squadron assisted a team of scientists to defect from the Imperial Remnant, despite a heavy Imperial assault that included AT-PTs. Rogue Squadron had dealt with AT-PTs before, most famously on Fest. There, special forces had stolen three modified AT-PTs from a weapons research facility, only to be trapped by Imperial forces. Rogue Squadron rescued them and escorted the AT-PTs to safety before destroying the facility.



On Kothlis, the AT-PTs proved a significant threat; blasting free from a crashed Star Destroyer to attack an Alliance commando team.

Punch Out!

When the Emperor opted to reveal the existence and location of the second Death Star, he opted to make it very hard for the Rebellion to obtain that information. The data had been beamed to a Rebel ship called the *Razor* from Kothlis by Luke Skywalker. The *Razor* was intercepted and captured by an Imperial Star Destroyer that was then brought down by Rogue Squadron's B-wings. On the planet, a Rebel commando team sought to gain entry to the Imperial ship to recover the data, only to see AT-ATs and a swarm of AT-PTs blast their way free of the wreck and walk out of the sea beside it. A pitched battle ensued on the beach, with the Rebels only just victorious.



GRAND ADMIRAL THRAWN

LEGENDARY COMMANDER

From the outset, Palpatine's Empire was human-centric. It openly oppressed non-humans, and extolled the virtues and 'undeniable fact' of the outrageous fabrication that was High Human Culture. That a non-human once held the highest rank in the Imperial military machine is clear testament, therefore, to that individual's ability.

In the ranks of his fellow Imperials, Thrawn was nothing if not distinctive. His blue skin and dark, dark blue hair were distracting, but his burning red eyes were positively intimidating. Thrawn was a member of the Chiss species, from the planet Csilla in the Unknown Regions beyond the known galaxy. The Chiss Ascendancy, or Chiss Empire to outsiders, was governed by a group of Ruling Families, birth into one of which virtually guaranteed success.

Rising Star

Mitth'raw'nuruodo – Thrawn was his core name – was not born into one of the dominant families. Instead, his early military career was so phenomenally successful that he was adopted by the Mitth Family. Soon after, Thrawn became the youngest commanding officer in the Chiss Expansionary Fleet. As Force Commander of Picket Force Two, he came into regular contact with the Vagaari – a nomadic species who regularly raided Chiss space. The rules of engagement dictated by the distant Defence Hierarchy frustrated Thrawn, who believed that dealing more decisively and aggressively with the Vagaari would end the threat permanently. Thrawn was set on a collision course with his own people from the outset...

First Contact

Chiss space was at the very edge of the Unknown Regions, and some traders did venture there. Thrawn's force vaporised a Hutt ship that was attacking a smuggler vessel in Picket Force Two's patrol area. The crew of the smuggler craft became Thrawn's prisoners, though each taught the other a great deal. Two of the crew even saved Thrawn's life when he openly attacked a Vagaari fleet to obtain a gravity well projector. That and other actions meant that Thrawn was already being watched by his concerned superiors. In the end, Thrawn was to outmanoeuvre them all.

Thrawn's considerable ability was recognised and rewarded early, but would often gain him the jealous hatred of his 'superiors'.

PROFILE

Mitth'raw'nuruodo

Homeworld
Csilla

Species
Chiss

Gender
Male

Height
1.8m

Weapon
Superior tactical genius

Affiliation
Chiss Ascendancy, Galactic Empire

YOU'RE WONDERING WHY WE HAVEN'T ATTACKED.
YES, SIR, I WAS.
WE'RE WAITING FOR MY OBSERVERS TO TAKE UP POSITION IN HYLLYARD CITY. ANY SUDDEN FLURRIES OF ACTIVITY WILL REVEAL TALON KARRDE'S CONTACTS. EVENTUALLY, THEY'LL LEAD US TO HIM.
YES SIR.
WITH MT. TANTISS AND THE LATE EMPEROR'S COLLECTION OF SPAARTI CYLINDERS, THE INITIATIVE IS ONCE AGAIN OURS. VERY SOON, WE'LL BEGIN TAKING PLANETS BACK FROM THE REBELLION...

Emperor Palpatine

It comes as a surprise to many that the Emperor was aware of the threat of the Yuuzhan Vong many years before the invaders exploded into the galaxy.

The Chiss too knew of the Vong, whom they called the Far-Outsiders, as they had driven back a smaller invasion once before. This would prove significant when Thrawn first came to the attention of Darth Sidious, the future Emperor Palpatine. The Jedi Outbound Flight, an effort to explore the Unknown Regions, did not fit with Palpatine's plans. He decided to arrange for the Trade Federation to intercept and destroy the Outbound Flight starship. However, the Federation's force strayed into Thrawn's patrol area and he destroyed it with a far smaller force. Contacted by the expedition leader, Thrawn had the whole situation explained to him, stained with Darth Sidious' point of view, and so contrived for the Outbound Flight to have a fatal encounter with the Vagaari. After this, Thrawn was contacted directly by Sidious who sought to recruit the obviously talented alien.

YES. A PITY, THOUGH, TO DAMAGE ANY OF THESE REEFS. THEY'RE GENUINE WORKS OF ART. UNIQUE, PERHAPS, IN THAT THEY WERE CREATED BY LIVING YET NON-SENTIENT BEINGS.
I SHOULD HAVE LIKED TO HAVE STUDIED THEM MORE CLOSELY.

Thrawn was interested and, in the end, launched a number of aggressive (and successful) assaults on the Vagaari, resulting in his being exiled.

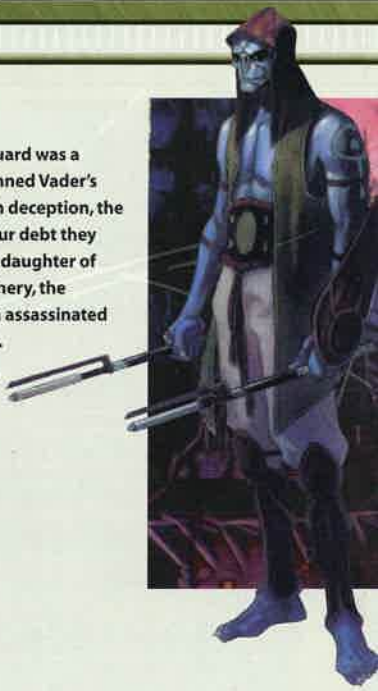
The Path to Grand Admiral

In the intervening years, the Old Republic had fallen and the Empire held sway. Thrawn was found on a remote, uninhabited world in the Outer Rim and brought to Palpatine. His training was short, as his abilities – and the Emperor's subtle patronage – saw Thrawn leap up the ranks of the Imperial Navy. Of course, he made enemies at every stage.

Three years after the loss of the Death Star, Thrawn was secretly made a Grand Admiral. Full recognition of the rank came later, after Thrawn had hunted down the former Grand Admiral Demetrius Zaarin, architect of the TIE Avenger and TIE Defender projects. However, Thrawn's heart and focus was on returning to the Unknown Regions. He and Palpatine ensured Thrawn's 'exile' there, and the Admiral did much to secure Imperial interests in the area. When Palpatine was killed at Endor, Thrawn remained in the Unknown Regions, biding his time and making his plans.

The Noghri

Grand Admiral Thrawn's Noghri bodyguard was a gift from Darth Vader after Thrawn planned Vader's devastating attack on Derra IV. Through deception, the Empire had kept the Noghri in an honour debt they could never escape. When Leia Organa, daughter of their false saviour, uncovered the treachery, the Noghri took their revenge. One of them assassinated Thrawn on the verge of his final victory.



So Close

When Thrawn returned, he picked his moment perfectly. Ysanne Isard had just been defeated, and the New Republic could ill afford another major conflict. With an insane clone of Jedi Master Jorus C'baoth, the cloning facilities of Mount Tantiss, and the lost *Katana* fleet, as well as his own fleet of Imperial ships, Thrawn nearly destroyed the New Republic. His defeat came from within, as he was assassinated by one of his own bodyguards. The New Republic had won more by chance than by design, and they knew it.

'But... it was so artistically done...'

Grand Admiral Thrawn's last words

Art of War

Thrawn's understanding of his opponents often came from his intensive study of the art of the culture from which his opponents came. Understanding their societal structures, thought patterns and taboos helped Thrawn devise strategies that his enemies could not conceive of, much less anticipate or understand.

THE *KATANA* FLEET

DREADNAUGHT-CLASS HEAVY CRUISERS

With a huge amount of fanfare, the 200-strong Judiciary Force fleet of *Dreadnought*-class heavy cruisers was launched around five years before the outbreak of the Clone Wars. It was subsequently lost for many decades before the ships were rediscovered in time to play their part in a pivotal moment in the history of the New Republic.

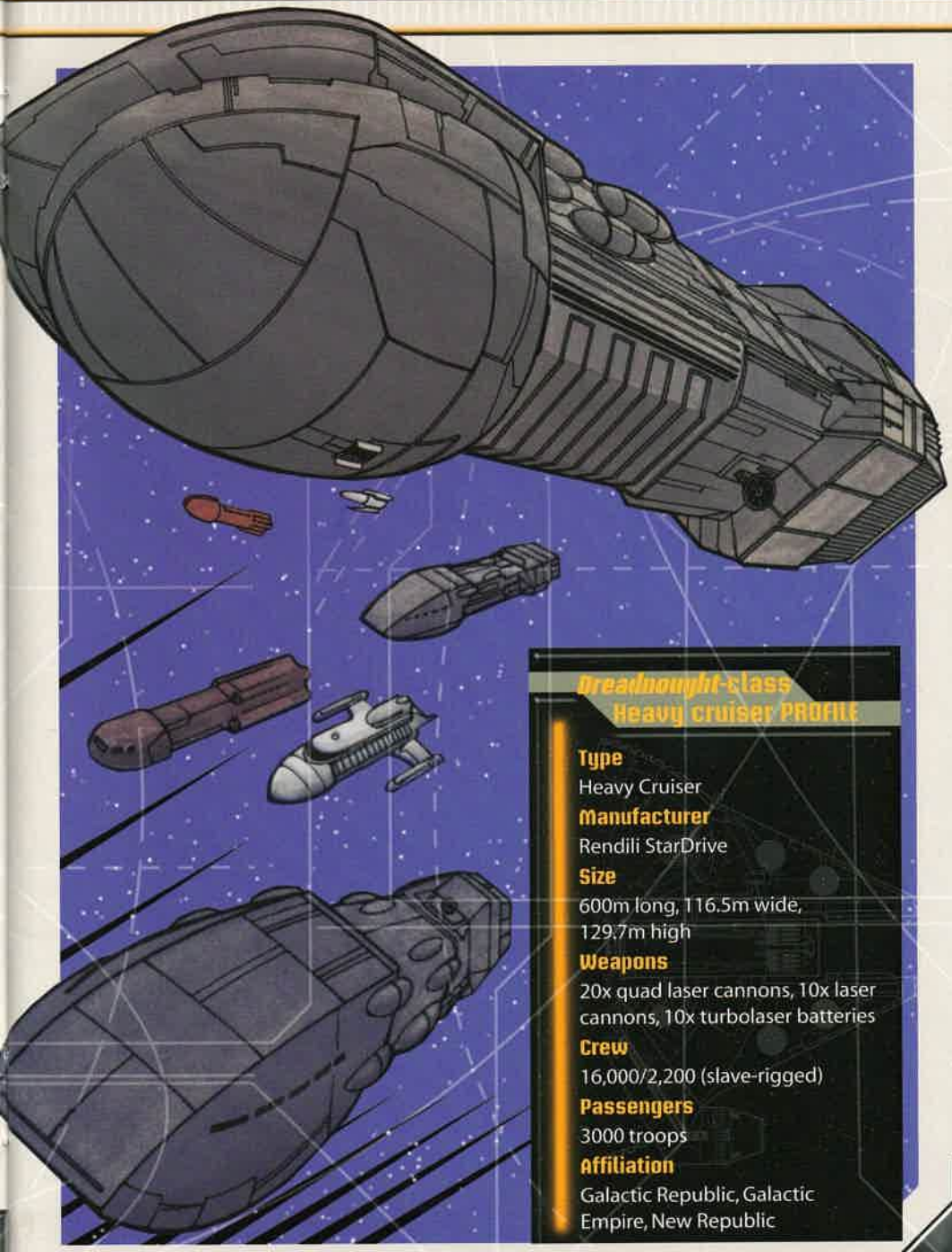
For their time, the ships that made up the *Katana* fleet were very much state-of-the-art. Their recovery and use was vital to the fortunes of both the Imperial Grand Admiral, Thrawn, and the New Republic. Both were critically short of ships and the *Dreadnoughts*, once serviced and refitted, proved essential.

Old Republic Compromise

The task of hurriedly designing the new ships for the Republic's Judiciary Force fell to Rendili StarDrive. Hoping to draw on positive perceptions of the Mandalorian legacy, the designers based the *Dreadnought*-class ships on the *Kandosii* dreadnought. The *Dreadnought*-class were 600m long, 116.5m wide and 129.7m high. For its size, a *Dreadnought* was neither particularly well armoured nor shielded. What shield projectors there were were installed in 'blisters' atop the central hull. The main cargo hold was on the underside of the front of the ship, with additional cargo holds in the middle of the craft. These mid-section holds were later converted by Thrawn's forces to carry 12 TIE fighters.

Never Enough

The weapons on the ship were underpowered for the size of the vessel because of issues that the ships had with computer and power outages. There were 20 light quad laser cannons, 10 single laser cannons and 10 turbolaser batteries. While lacking sufficient punch, the *Dreadnought* certainly didn't lack crew, as 16,000 were needed to achieve the best performance from one of the ships, a factor that led to the Republic having to investigate other control options for the Judiciary fleet. This led to the guidance systems of the ships being slaved to controls aboard the flagship, the *Katana*, allowing a crew of 2,200 for the other ships in the fleet. Unfortunately, this also led to the whole fleet being lost when the *Katana*'s captain ordered a blind hyperspace jump.



Dreadnought-class Heavy cruiser PROFILE

Type
Heavy Cruiser

Manufacturer
Rendili StarDrive

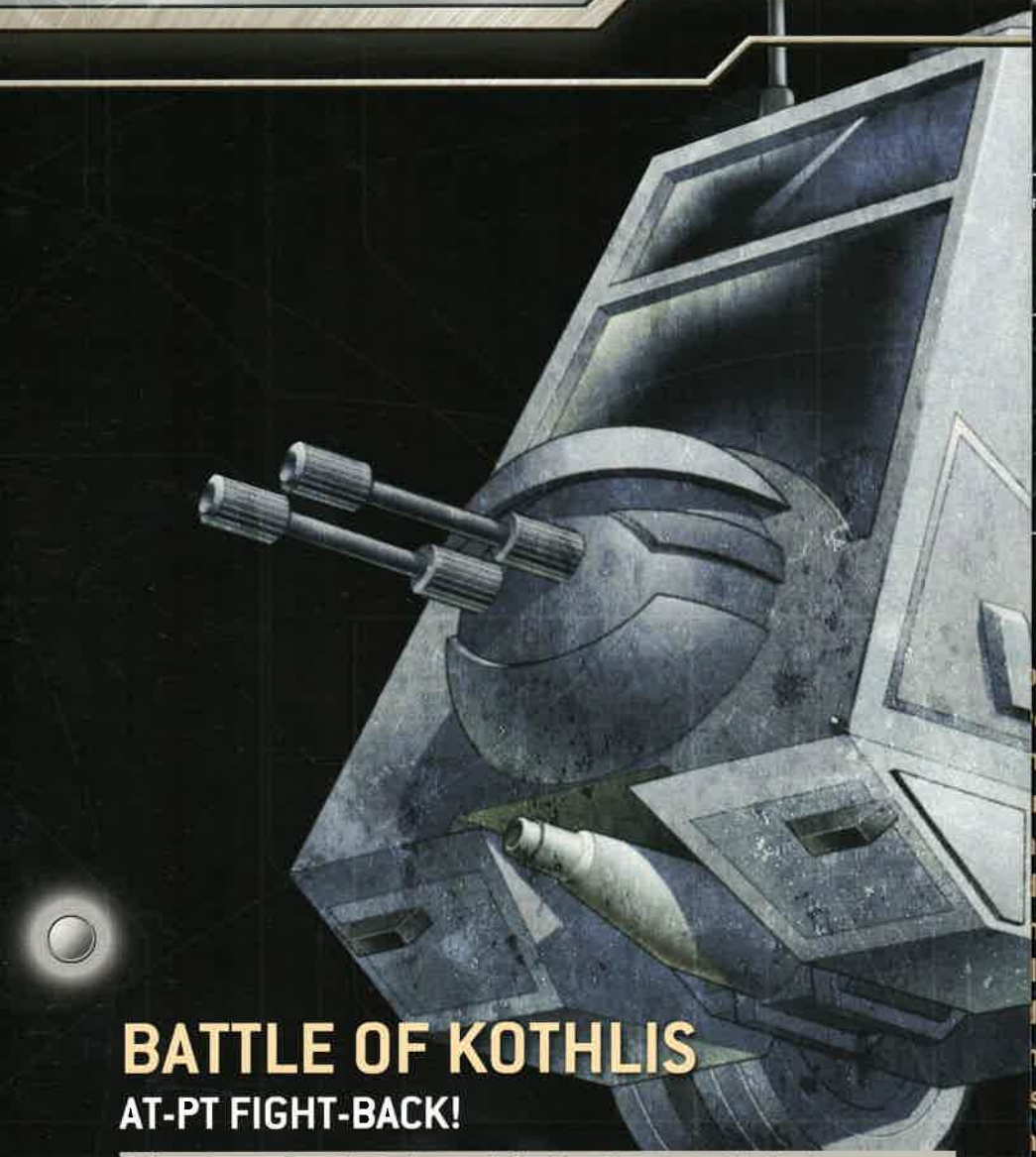
Size
600m long, 116.5m wide, 129.7m high

Weapons
20x quad laser cannons, 10x laser cannons, 10x turbolaser batteries

Crew
16,000/2,200 (slave-rigged)

Passengers
3000 troops

Affiliation
Galactic Republic, Galactic Empire, New Republic



BATTLE OF KOTHLIS

AT-PT FIGHT-BACK!

When Rogue Squadron downed the Star Destroyer *Motivator* over Kothlis, General Crix Madine and his commandos rushed to retrieve data from the Imperial vessel's hold. Just then, a large group of AT-AT walkers and a great swarm of AT-PTs blasted their way out of the Star Destroyer and launched a counterattack. The battle was hard fought, with the AT-PTs able to walk quickly under water and up to the sands.

THE ALL-TERRAIN PERSONAL TRANSPORT

Type
Single-trooper assault walker

Designer
Kuat Drive Yards

Manufacturer
Rothana Heavy Engineering

Size
4m long, 3m high

Maximum Speed
60km/h

Weapons
1x double heavy blaster cannon, 1x concussion grenade launcher

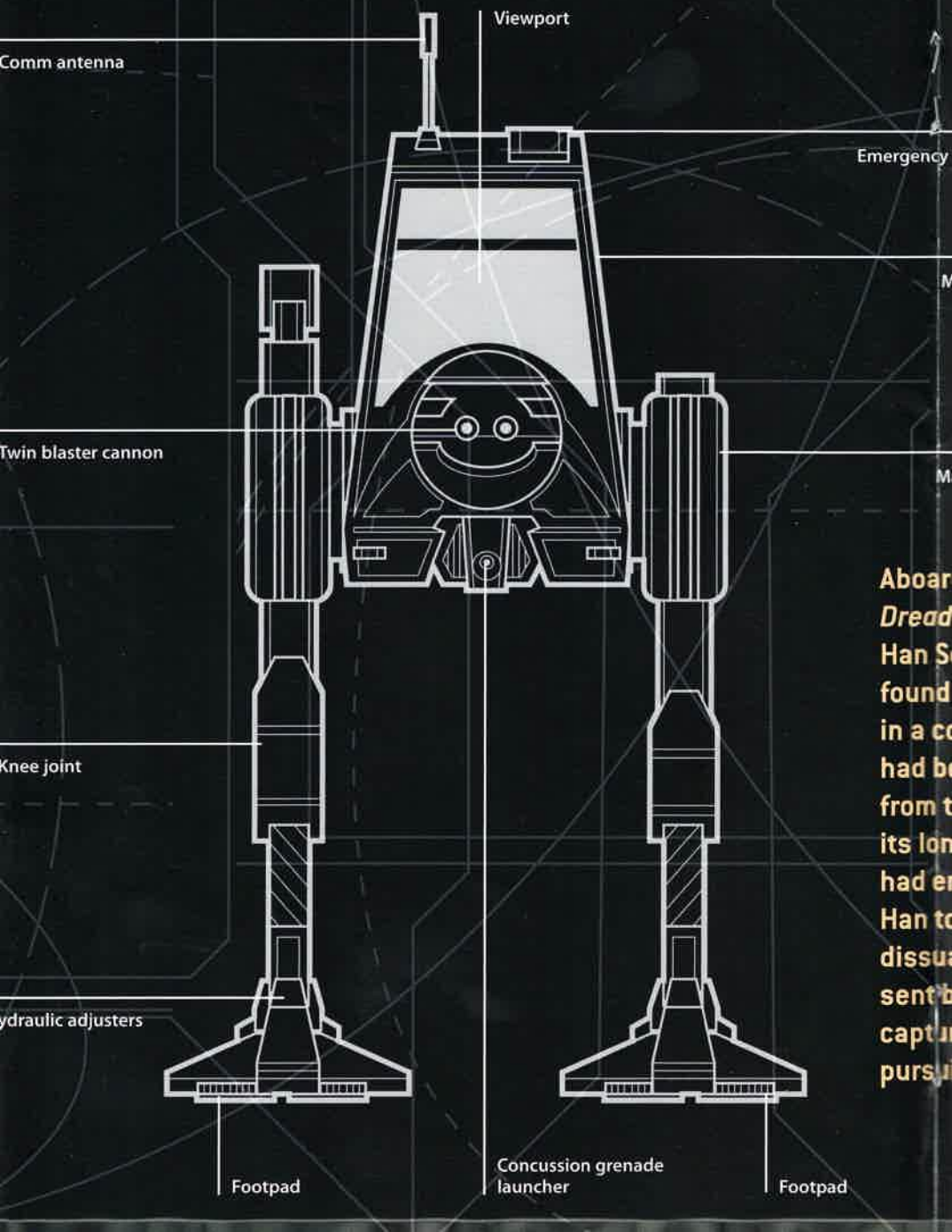
Crew
1x pilot (later model allowed for 1x co-pilot/gunner)

Passengers
None (1 if cargo space emptied)

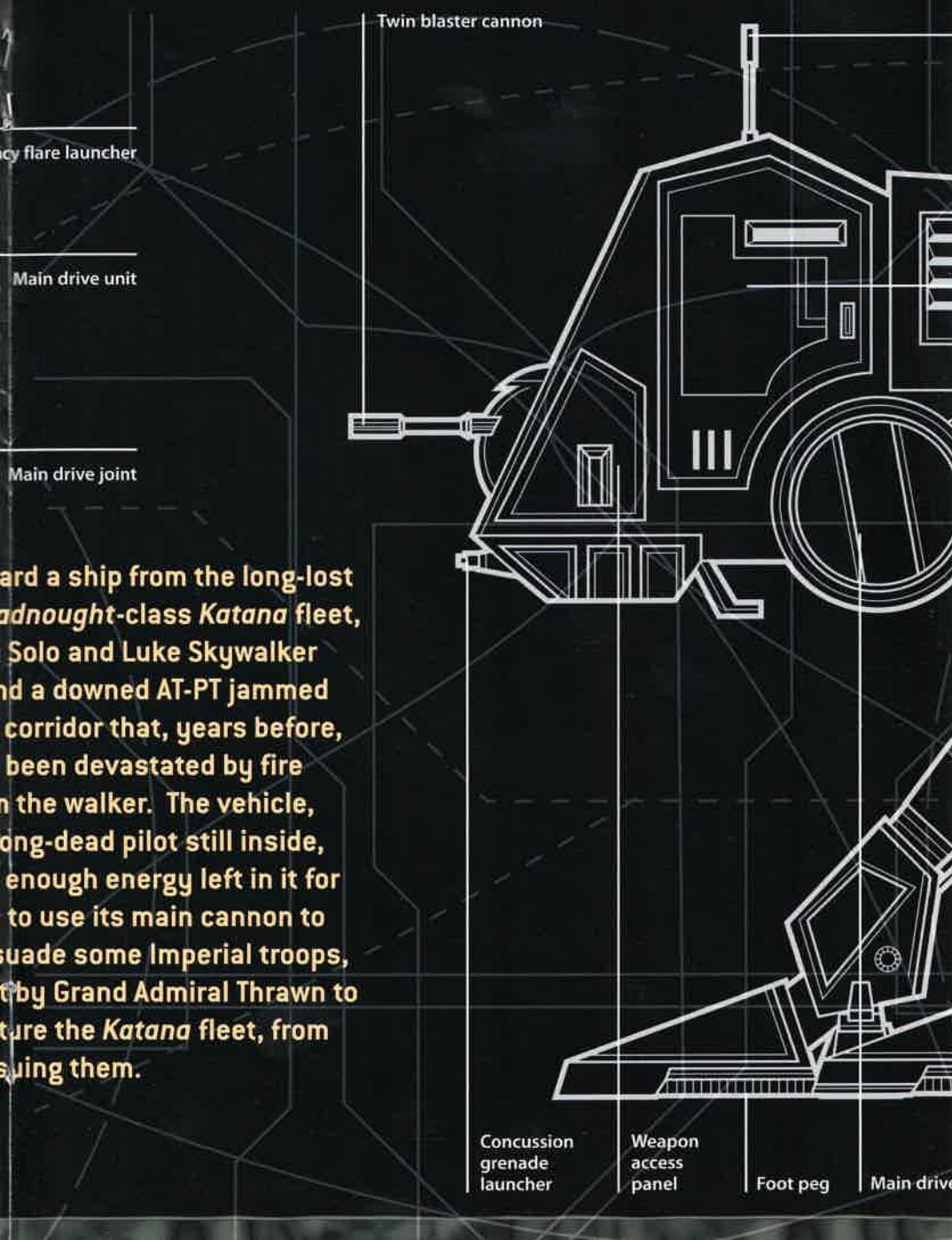
Cargo
150kg

Consumables
2 standard days

Affiliation
Galactic Republic, Galactic Empire, New Republic



Aboar
Dread
Han S
found
in a co
had b
from t
its lon
had e
Han to
dissua
sent b
captu
pursu



ard a ship from the long-lost
adnought-class *Katana* fleet,
Solo and Luke Skywalker
nd a downed AT-PT jammed
corridor that, years before,
been devastated by fire
n the walker. The vehicle,
ong-dead pilot still inside,
enough energy left in it for
to use its main cannon to
suade some Imperial troops,
t by Grand Admiral Thrawn to
ture the *Katana* fleet, from
suing them.

Armed sentry posts

The Empire often used AT-PTs as armed, mobile sentry guard posts. When the pilots of Rogue Squadron were searching an asteroid field near the Maw for a rumoured Imperial prison, they found AT-PTs guarding key locations along a hovertrain track. The track linked the prison to a landing pad, and a stolen train full of escaping Rebel prisoners from the recent Battle of Hoth was already heading for it when Rogue Squadron arrived. Using Y-wings, the Rogues destroyed the AT-PTs and saw the train to safety.

YSALAMIRI

LIFE IN A BUBBLE

In all the wonders of the galaxy, there can be few as fascinating as the results evolution and the Force had on the predators and prey of the Inner Rim world of Myrkr. There, two creatures evolved who so enthralled the Jedi as to have lightsaber styles named after them.

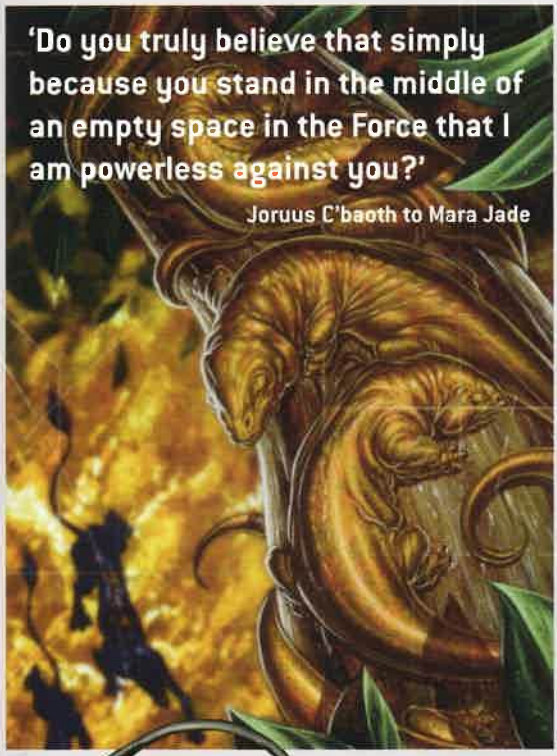
Myrkr was a world largely avoided by both the Republic and the Empire, despite its position in the Inner Rim. Its plant life contained higher than normal levels of metal elements, confusing sensors and other such equipment. This made the world a favourite hiding place for criminals and political refugees. However, Myrkr was far from safe.

Vornska

Moving with eerie silence and terrifying speed, the shadows of the forests of Myrkr were haunted by packs of large predatory canines called vornskr. These efficient, vicious hunters had evolved to use the Force in their hunting, sensing other creatures around them and particularly other Force-sensitive creatures – making Myrkr doubly dangerous for Jedi. Of course, evolution ensured that the vornskrs didn't have everything their own way.

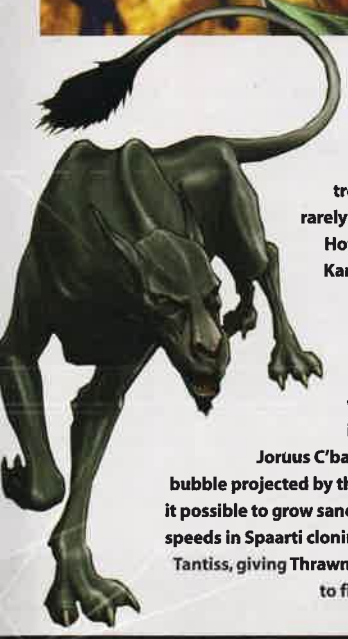
Tree Dwellers

The ysalamiri were the principal reason why Jedi, and Dark Jedi for that matter, stayed away from Myrkr. They evolved along with the vornskrs, so had a little Force-related trick of their own. Hatching from eggs, the ysalamiri were short-furred reptiles that grew to around a metre in length. Golden-hued, though with white fur, they lived almost exclusively on olbio trees. While they ate the leaves as one might expect – with their mouths – their primary nutrition came from sinking their hollow claws into the trees and drawing the sap directly into their bodies. The mottled golden colour the lizards had blended nicely with the bark of the olbio tree. When it came to hiding from vornskrs, however, the ysalamiri would project a 'bubble' of neutral Force energy. Any being inside that bubble could not use the Force, nor could something outside the bubble use Force powers to influence the ysalamiri, or anything near it, inside that Force-neutral space. Many ysalamiri together could create a bubble measuring many kilometres in size, creating problems for vornskr and Jedi together.



'Do you truly believe that simply because you stand in the middle of an empty space in the Force that I am powerless against you?'

Joruus C'baoth to Mara Jade



Safe Zone

It was notoriously difficult to separate ysalamiri from their trees, with the creatures rarely surviving the process. However, smuggler Talon Karrde worked out a way, and the method was borrowed by Grand Admiral Thrawn to ensure his safety when dealing with the insane Dark Jedi clone Joruus C'baoth. The Force-neutral bubble projected by the ysalamiri also made it possible to grow sane clones at remarkable speeds in Spaarti cloning cylinders on Mount Tantiss, giving Thrawn the troops he needed to fight the New Republic.

THE PILOTS OF ROGUE SQUADRON

THE BEST OF THE BEST

Originating from just after the Battle of Yavin, Rogue Squadron became a legend and a legacy of the Galactic Civil War that lasted through the New Republic to the Galactic Alliance and beyond. It didn't matter what ships they flew – it was the pilots in them that made Rogue Squadron the very best.

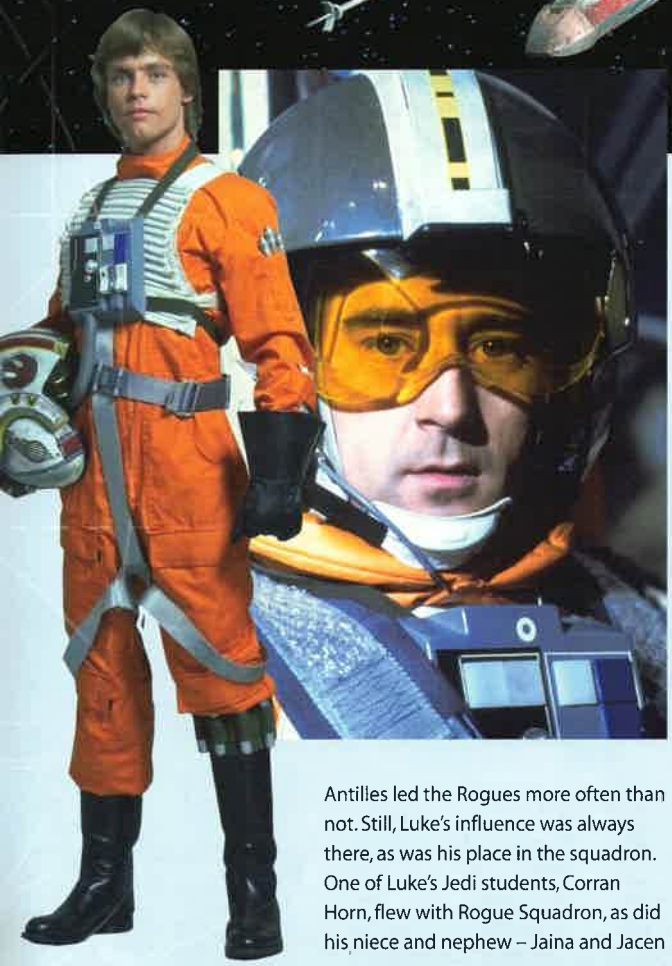
After the Battle of Yavin, only two pilots remained from Red Squadron – Luke Skywalker and Wedge Antilles. To honour their success and the sacrifice of their comrades, Red Squadron was reformed by Commander Arhul Narra. It was composed of two flight groups – Renegade Flight, led by Narra, and Rogue Flight led by Luke, with Wedge as second in command. Rogue Flight flew a number of key missions before, tragically, Narra and the whole of Renegade Flight were wiped out just before the Battle of Hoth. At that point, Rogue Squadron was officially formed. Over the years, the pilots of Rogue Squadron became the ones to go to when a mission seemed impossible. As all the Rogues were fond of saying, impossible was their stock-in-trade. Here are some of the original members:

Luke Skywalker

Although the squadron commander, Luke rarely had the chance to fly with Rogue Squadron; certainly not as much as he would have liked. His duties to the Alliance, the New Republic and later his efforts to establish a new Jedi Order meant that Wedge

'Let's go, Rogues, have to scrape the TIEs off.'

Wedge Antilles orders his squadron.



Antilles led the Rogues more often than not. Still, Luke's influence was always there, as was his place in the squadron. One of Luke's Jedi students, Corran Horn, flew with Rogue Squadron, as did his niece and nephew – Jaina and Jacen Organa Solo – who eventually took joint command of the Rogues during the Second Galactic Civil War.

Wedge Antilles

Orphaned when his parents were killed by pirates, Wedge was initially reluctant to give up the life of a free trader and join the Rebellion, despite his dislike of the Empire. When Imperials massacred friends of his, Wedge joined up, initially as a gun-runner but finally as a fighter pilot. In this role he excelled, and his natural leadership abilities balanced his occasionally headstrong flying style. Wedge was part of the raiding team that secured a number of X-wing starfighters for the Alliance, fighters that would bring down the Death Star and become synonymous with Rogue Squadron for many decades – much like Antilles himself. Uncomfortable with the political and organisational roles he later took as a general in the New Republic, Wedge was only ever truly happy in the cockpit of his beloved X-wing.

Zev Senesca

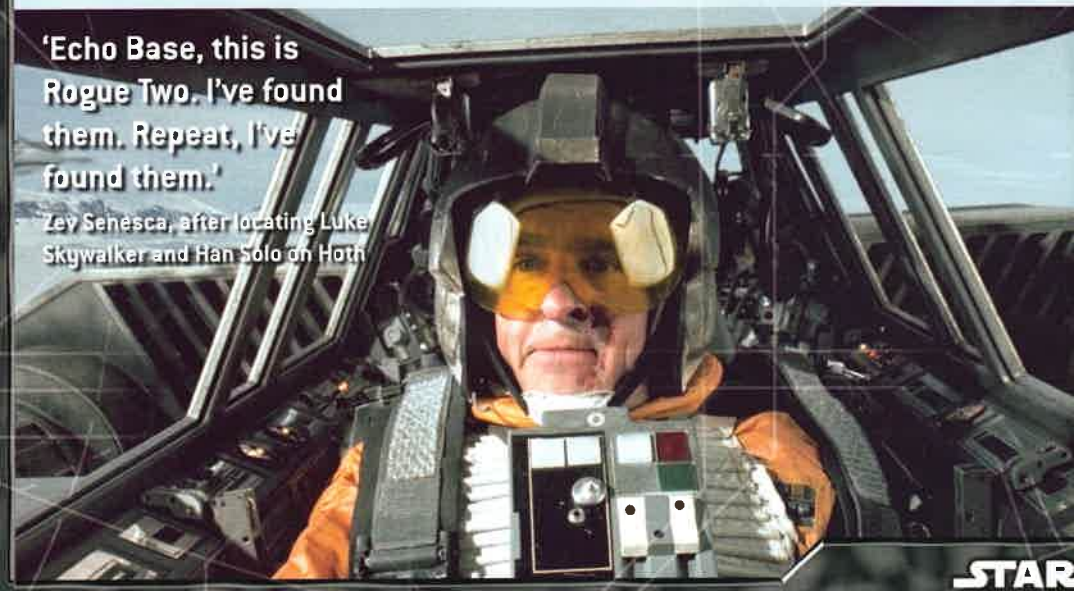
Born on a space station, Zev couldn't remember a time when he didn't want to fly. His parents ran the trading post, and encouraged their son's natural piloting abilities. They also encouraged him to join the Rebellion, which they already helped in any way they could. While Zev was away with the Alliance, the Empire uncovered his parent's Alliance connections and destroyed their station. Senesca initially blamed the Alliance, only to later discover that a friend he had trusted was an Imperial spy. Zev rejoined the Alliance and was soon flying starfighters for Rogue Squadron as Rogue Two. On Hoth, it was Senesca who found and rescued Han Solo and Luke. Sadly, flying a snowspeeder in the Battle of Hoth, Zev was killed when his craft was hit by fire from a number of AT-AT walkers.

Dak Ralter

While many Rebels were born free and fought to stay that way, Dak was born into virtual slavery in an Imperial labour colony on Kalist VI. A chance meeting with a captured Rebel pilot called Berg sparked real hope in the teenage Dak. With his parents' blessing, Dak took his chance and he and Berg escaped. With his new friend mortally wounded in the escape, Dak flew their stolen shuttle to the Rebel base on Tierfon. To honour Berg's sacrifice, Dak became a starfighter pilot, and joined Rogue Squadron after the Battle of Yavin. He flew many engagements with the Rogues, serving with distinction in each, but died while acting as Luke's gunner at the Battle of Hoth.

Wes Janson

Though blameless, Wes Janson carried a burden of guilt for many years after illness forced him to drop out of flying at the Battle of Yavin. His good friend Jek Porkins took his place and was killed. From then on, Wes flew in his memory. Janson was a must-have for the newly formed Rogue Squadron after Yavin, and he and Wedge



'Echo Base, this is Rogue Two. I've found them. Repeat, I've found them.'

Zev Senesca, after locating Luke Skywalker and Han Solo on Hoth

Antilles formed a close friendship that lasted for life, and they often flew as each other's wingman. Wes was Wedge's gunner at the Battle of Hoth. During a brief time when Rogue Squadron was disbanded, Janson and Hobbie trained and served with Wraith Squadron, a pilot and commando group. Eventually, Wes rejoined the Rogues, finally retiring at the end of the Civil War – though he returned to active duty during the Yuuzhan Vong War and in support of the Jedi during the Second Galactic Civil War.

Derek 'Hobbie' Klivian

Hobbie deserted the *Rand Ecliptic* with Biggs Darklighter to join the Rebellion. The mutiny saw Hobbie lose his left arm just above the elbow. Just before the Battle of Yavin, Hobbie lost the lower part of his right leg while ejecting in combat with some TIEs. Back at Yavin, an infection developed that threatened his life. Biggs helped secure the antidote, but Hobbie was too ill to fly against the Death Star. He awoke to find Biggs had died in the action. Hobbie joined Rogue Squadron before long, enduring a great deal of good natured ribbing about his 'obvious' love of bacta. Despite Hobbie's fatalistic nature, he, Wes and Wedge became the core of the Rogues for many years, before semi-retiring after peace was declared with the Imperial Remnant.

Keir Santage

Keir was rescued from an Imperial prison by none other than Wedge Antilles, something that led to his joining the Alliance's starfighter pilots. His skills saw him earn a place with Rogue Squadron, where he flew on many missions. This included no less than 12 highly dangerous raids against the increasingly heavily guarded Imperial shipyards at Fondor. His value to the Rogues was not just in the cockpit of his fighter. Santage worked closely with the Rebellion's Ordnance and Supply Command to ensure that the Alliance (and Rogue Squadron) was kept supplied. Keir's experiences at Fondor served him well during his final mission with the Rogues – the assault on the second Death Star at Endor. Used to dealing with fire from turbolasers, Santage joined Wedge and others in entering the superstructure of the station. He took up a position at the rear of the group to defend the others from the TIE fighters that followed them – a brave decision that cost Santage his life.

THE THRAWN TRILOGY

20 YEARS ON

First published in the US in June of 1991, *Heir to the Empire* was the first book of a trilogy that marked a major relaunch of the *Star Wars* brand. In the same year, the Dark Horse Comics series *Dark Empire* was released, but it was author Timothy Zahn's novels that made the greater impact on the public consciousness – *Star Wars* was back!

For Hugo Award-winning author Timothy Zahn (*Cascade Point* won in 1984), his direct involvement in the *Star Wars* saga came rather out of the blue. In the introduction to the 1996 West End Games publication of *The Thrawn Trilogy Sourcebook*, Zahn explained what happened.

It Begins, Again

'It was just after four o'clock on November 6, 1989, and I was three days into writing my first novel for my new publisher, Bantam Books, when the phone rang. It was my agent. "Tim," he said after the usual pleasantries, "we have a very interesting offer here." So began my involvement with *Star Wars*. Or, rather, so began my professional involvement.'

Zahn had been a fan of *Star Wars* since seeing Episode IV 12 years previously. 'And now, suddenly, here on a Monday afternoon, *Star Wars* was back, not in movies but in books. And those books were being offered to me. I wandered

Decipher cards

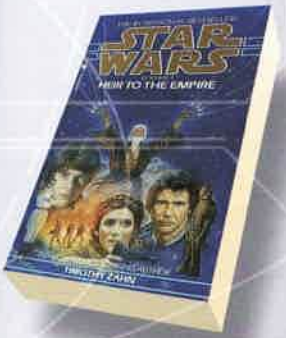
Timothy Zahn agreed to pose as the character Talon Karrde, whom he created for the *Thrawn Trilogy*, for the Decipher Inc. *Star Wars* card game expansion Reflections II: Expanding the Galaxy. In the same set, fellow *Star Wars* author Michael J. Stackpole portrayed one of his own characters – Corran Horn.

around the house for the next couple of hours, lost in a fog of excitement, anticipation, and panic, wondering if I could possibly come up with a story that would do justice to George Lucas' vision.'

He could, and he did! After his outline was approved and the contracts dealt with, Zahn began writing in May 1990. Eleven chapters into the first book, Lucasfilm sent over a big box of West End Games *Star Wars* Role-Playing Game books. Initially reluctant, Zahn was won over by the content, even eventually writing for West End Games' *Star Wars Adventure Journal.*

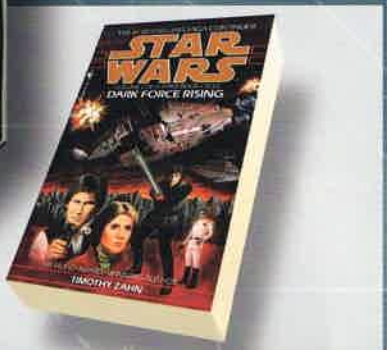
New Zahn

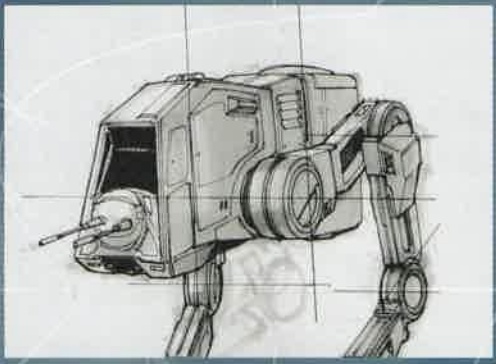
The *Heir to the Empire* series was massively popular, with the *Star Wars* brand going from strength to strength thereafter. 2011 marks the 20th anniversary of the publication of the first book and, as well as a special edition of the trilogy, Zahn has written a new book – *Choices of One* – to be published in July 2011.



THE AT-PT
GOING ROGUE!

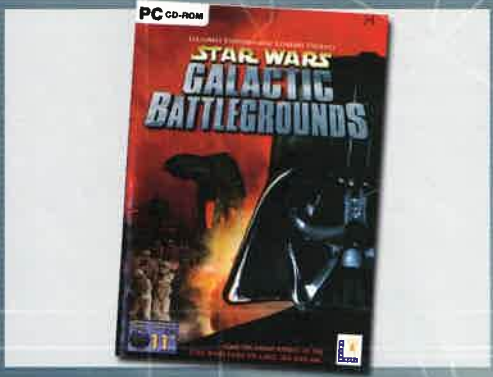
THE LIFE OF THE ALL-TERRAIN PERSONAL TRANSPORT





1 *Dark Force Rising* was first published in the US in 1992, and introduced readers to '…a scaled-down version of a scout walker' as Han Solo described it. It wasn't called by name then.

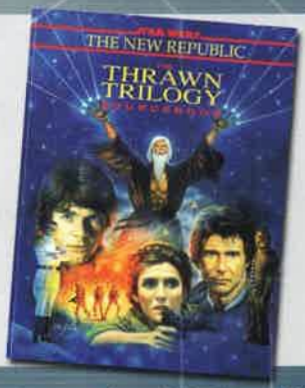
2 Fans got their first proper look at the AT-PT, complete with illustrations by Doug Chiang and schematics by Troy Virgil, in the 1996 *Essential Guide to Vehicles and Vessels*.



5 The AT-PT became a regular feature of the Rogue Squadron games, appearing in the two Gamecube sequels in 2001 and 2003.

6 The AT-PT was also a unit in PC-based real-time strategy games *Star Wars*: Force Commander (2000) and *Star Wars*: Galactic Battlegrounds (2002).

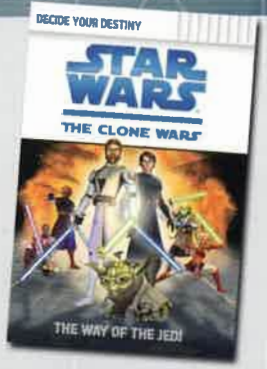
The AT-PT was first described in the Timothy Zahn novel *Dark Force Rising*, the second volume in the hugely successful *Thrawn Trilogy*. While it has never appeared on film or, to date, in animated form, the AT-PT has marched determinedly into the consciousness of many a wannabe Rogue Squadron pilot.



3 West End Games released *The Thrawn Trilogy Sourcebook* in 1996, complete with an illustration of Han and Luke in the crippled AT-PT from *Dark Force Rising*.

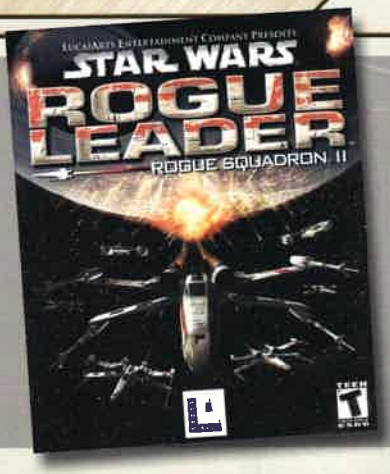
4 Released for Christmas 1998, the N64 console game *Star Wars*: Rogue Squadron gave players a chance to do battle with Imperial AT-PTs. Small and sometimes difficult to spot, they hunted in packs.

7 Now well established in video games, the AT-PT appeared in the *Star Wars* Galaxies MMORPG (2003) and the linked trading card game in 2009.



8 The AT-PT made its appearance in the Clone Wars thanks to the *Decide Your Destiny* book *The Way of the Jedi* in 2008.

DID YOU KNOW?



1 The AT-PT first came to life in the three Nintendo Rogue Squadron games. What were their full titles?

2 When Han Solo used a toppled AT-PT aboard the *Hatana*, what forced him to stop firing?

3 How did Grand Admiral Thrawn know that Joruus C'baoth was not the original?

ANSWERS:

1. *Star Wars:* Rogue Squadron, *Star Wars:* Rogue Leader – Rogue Squadron II, *Star Wars:* Rebel Strike – Rogue Squadron III

2. In Han's own words '...the actuator crystals just burned up. Let's get out of here before they figure that out.'

3. Thrawn saw the original Jorus C'baoth killed right in front of him after the Jedi Master went insane and tried to Force-choke Thrawn to death.

STAR WARS

IKTOTCH – J'T'P'TAN

Iktotch

Region: Expansion Region
System: Iktotch System

The third moon of the gas giant Iktotchon was the homeworld of the Iktotchi. They were a hardy species who were Force-sensitive – though some of their skills atrophied on leaving their homeworld. The Jedi saved the moon from Separatist invasion during the Clone Wars.

Ilum

Region: Unknown Regions
System: Ilum System

On this icy world, the Jedi had a temple where Adegan crystals could be found. Padawans and their Masters would come there so that the apprentices could select a crystal for their first lightsaber. During the Clone Wars, the Crystal Caves were heavily damaged by battle droids.

Iridonia

Region: Mid Rim Territories
System: Iridonia System

Occupying a key junction in hyperspace lanes leading from the Inner to the Outer Rim Territories, Iridonia was a harsh place with acidic seas. It was the homeworld of the Zabrak, who quickly developed space travel when their technology allowed, colonising five nearby worlds.

Ithor

Region: Mid Rim Territories
System: Ottega System

This was a world of dense forests and peaceful oceans. It was kept sacrosanct by the Ithorians, who stayed off the sacred Mother Jungle in their Herd Ships and floating cities. Ithor was lost, turned into a firestorm, when the Yuuzhan Vong tried to destroy the planet's flora.

Jabiim

Region: Outer Rim Territories
System: Jabiim System

Existing in permanent and torrential rain, this muddy, uncomfortable world was a prize during the Clone Wars because of its rich mineral deposits. The planet went over to the Separatists principally because the Republic had largely ignored it until the natural resources were discovered.

J't'p'tan

Region: Core Worlds
System: Doornik-628

Settled by the H'kig religious sect, this world was commonly known as Doornik-628E. Part of the Koornacht Cluster, it suffered when the violently xenophobic Yevetha instituted a purge of non-Yevethan beings in the Cluster. The H'kig were saved when the Fallanassi made their region appear destroyed.

IN THIS ISSUE

WITH ISSUE 69: AT-PT TRANSPORT

Model unavailable for photography at time of going to print.

IN YOUR NEXT ISSUE

WITH ISSUE 70: NEIMOIDIAN SHUTTLE

Model unavailable for photography at time of going to print.

69
9 771756 967060